DATA EAST

DATA EAST USA, INC.
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INSTRUCTION BOOKLET

DATA EAST

SUPER NINTENDO ENTERTAINMENT SYSTEM

FIGHTER'S HISTORY™

Thank you for adding **Fighter's History**™ to your video game library. We hope you enjoy many hours of challenging bouts and demanding action in this non-stop fighting game for your Super NES.

Please take the time to read this instruction manual. This will allow you to thoroughly enjoy the action and excitement of Fighter's History. We truly hope you have a sensational time with our product!

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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The Story

As you leave your dojo after a strenuous workout, you see a short, uniformed man approach you from a parked luxury sedan. You brace yourself as he comes up to you, stops, then hands you an envelope. His only words to you as you grasp the note is, "For you." He makes a quick bow, turns, and walks back to the automobile.

You notice an eerie scent to the envelope – incense?, as you read your own name scrawled on its surface. Inside is an invitation:

GREETINGS!

Your work in the study of martial arts has awarded you an opportunity beyond your wildest dreams! You are invited to engage in personal combat with eight of the strongest fighters in the world for untold treasures and the glory of becoming the world's finest martial artist! My "Great Fighter's Competition" rewards only the victor – the losers, unfortunately, pay with their lives.

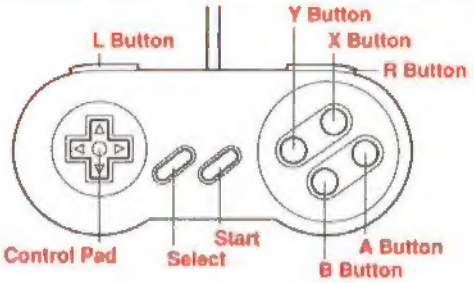
If the honor of besting the elite fighters of the world interests you, you are welcome to the competition. You shall be instructed as to the time and location of the first event.

I truly look forward to seeing you at the competition!

"K"

Hmmm. "Untold treasures, huh?" You ponder the offer as you walk back to your apartment. The cold air whips past you, and the odd little man in the car returns your smile as you stride past him. You feel like you can take on the world!

Using the Controllers



This game can be played by 1 or 2 players.

START BUTTON

- During the Title screen: Press to begin a game or select a game mode.
- During a Set up screen: Press to return from the set up screen to the title screen.
- Pause Function: Press during a match to temporarily pause a game in progress. Press again to resume the match.
- New Entry: A new player can interrupt a match between another player and a computer opponent by pressing the Start Button on their controller. This starts a new match between the two players.

CONFIG

- Press the Select Button to view all players or fighters and observe their hits and kicks. At the same time you can customize each to your preference.

CONTROL PAD

- During the Title Screen: Press to select a game mode.
- During a Set up screen: Press to change items and select a character.

ATTACK BUTTONS

- The X, Y, or L Buttons execute Punch attacks.
- The A, B, or R Buttons execute Kick attacks.

Selecting a Mode

Press the Start Button to select a mode during the Title or Demonstration Screen. Select a mode with the Control Pad or Select Button, then begin the game by pressing the X, Y, A, B, or the Start Button.

CPU BATTLE

The computer is your opponent when you select this mode. A second player can always interrupt a CPU match by pressing the Start Button on the second controller. Use the Control Pad to select a character you want to play, then enter it by pressing the Start Button (or the X, Y, A, B, L, R Buttons.)

VERSUS

Two player games are played in the Versus mode. Select items such as a stage, configure, time limit, and handicap by pressing Up or Down on the Control Pad. You can make changes to your selections by pressing Left or Right on the Control Pad.

After selecting the items, press the Start Button to bring up the Player Selection Screen. Now each player can choose from the available list of player characters for their match.

NOTES: Both players can play the same character if they wish to!

If you want to change the mode you selected during the character selection screen, press the Select Button to display a different screen.

If you want to select a different game mode, press the L or R Buttons while the game results are displayed and you will return to the game mode selection screen.

Selecting A Mode Continued

SURVIVAL

This is a mode for a Team Survival Battle! Each player selects five players for his team. Each team competes against each other until the last character on one of the teams is eliminated. This is a one set elimination tournament. If a player loses all five players on his team, he loses the game.

Select characters you want to use on your team by pressing the Control Pad and then the Y, X, A or Start Button. If you want to make a change to your selection of characters, press the B Button to cancel your previous selection. The outcome of your game will be shown on your screen.

* If a double knock-out happens, then both players lose a fighter.

Various Options

Either Manual or Auto Play can be selected for both the first or second player's part. You can enjoy a match against another player or watch a game operated entirely by the computer.

SET UP

In Set Up Mode, you can make changes to: the settings for each button, game levels, time limits, sound and speed of the game. Select the item you wish to alter by pressing Up or Down on the Control Pad and change it by pressing Right or Left.

Configure (config.)

You can assign a different function to each button. Press Up on the Control Pad to select config. and assign a different function of either punch or kick to each button. You can eliminate a button function by selecting *Off* by pressing Left or Right on the Control Pad.

Game Level

You can adjust the level of each character's fighting abilities. The more difficult the level, the more power in the punches, kicks and special moves. There are seven levels of difficulty, ranging from Easiest to Hardest.

Easiest Very Easy Easy	At game end you will see a screen urging you to go to the next stage level of difficulty.
Medium	At game end you will see an ending story for the character you have been playing.
Hard Very Hard	At game end you will see an ending story and the game credits.
Hardest	At game end you will see an ending story, credits and a special bonus if completed with no continues.

Time Limit

You can turn the time limit on/off.

Sound

Choose between Stereo and Mono sound output.

Speed

You can change the speed of the game play.

Screen Components

1. **Power Gauges:** These are affected by successful attacks from your opponent. Should this gauge reach zero, the match is over. When the Power Gauge of either player reaches zero, that player loses that round.
2. **Scores:** These are displayed for each player.
3. **Timer:** The time limit for the game. The game goes to the player with the best score should time run out during a game. If No Time is selected, the words "No Time" are displayed here.

NOTES: When a letter "C" is shown on the upper part of the screen, it displays the number of games continued.

A "W" indicates the number of victories in the Versus Mode game.

Game Rules

One game consists of three rounds, and the first player to win two rounds is entitled to take their character to the next round of play.

If both players' Power Gauges run out at the same time, it's a Double KO. If they are at the same level when the time runs out, the round is a draw.

When the game runs out of time and both players still have power, the player with the highest power level wins the round.

If the game is prolonged and the fourth round ends in a draw, a final round shall be held.

Weak Spot System

Each character has a unique weak spot. When an attack on a fighter's weak spot inflicts a certain amount of damage, the character will be temporarily stunned and unable to move. After snapping out of it, the character's weak spot will have even less defensive power. So, if your character is "on the ropes," focus your remaining attacks on your opponent's weak spot for a better chance at turning the tables to win the game.

When the weak spot is attacked, it flashes. If it is attacked repeatedly, the flashing continues. If the weak spot suffers enough damage, the player is knocked out. NOTE: For a quicker recovery, RAPIDLY press Left or Right on the Control Pad or the Punch or Kick Buttons.

New Entry and Continues

NEW ENTRY

During CPU Battle Mode, the second player can break into a one player game in progress by pressing the Start Button on the unused Controller.

CONTINUE FUNCTION

If you lose in CPU Battle Mode, the game is over at that point. If you wish to continue playing, press the Start or A Button within ten counts upon completion of the game. A new game starts, and your opponent from the last game is awarded the first move.

NOTE: There is no limit to the number of games you can play continuously.

Basic Operation

The following commands are in effect when the player is facing right. Reverse the actions (when applicable) when the character faces the left.

- The Control Pad
  Left - Move backward and Upper Body Defense.
  Down/Left - Lower Body Defense.
  Down - Squat.
  Right - Move forward.
  Up - Jump.
- Punch and Kick Buttons

Y	**X**	**L**	Punch Buttons
small	medium	big	
B	**A**	**R**	Kick Buttons

You can change the functions of these buttons. (See Set Up section of manual.)

Defense

Use the Control Pad to direct your defensive strategy while you are being attacked. Use Upper Body Defense when the threat is from a jump attack or one directed at your character's upper body. Use Lower Body Defense against Foot Sweeps and attacks aimed at your legs.

Throws

Step close to your opponent, then press Left or Right on the Control Pad (depending on which way you want to throw them). Now, depending on the character, press the Punch or Kick Buttons to execute the throw.

Ray

Ray learned martial arts when he was a young boy. He has learned of the Fighter's History Competition and signs up to further his skills. He has mastered the art of using his natural strength to power his deadly "Wheel Kick, Big Tornado, and Dynamite Tackles."

Nationality:	American
Status:	Martial Arts Instructor
Height:	5'10"
Weight:	178 lbs.
Age:	25
Blood Type:	B
Weak Point:	Chest

Fei-Lin

She is the top actress in a Beijing traveling show. Fei-Lin has learned the ancient Chinese "To-Ro-Zan" art of fire. Her specialty is releasing her To-Ro-Zan from the air to stun her opponents on the ground.

Nationality:	Chinese
Status:	Actress
Height:	5'5"
Weight:	116 lbs.
Age:	26
Blood Type:	O
Weak Point:	Chest

Ryoko

A natural at judo, she was taught all the secrets by her grandfather when she was just a baby. She has won all the national judo tournaments she ever competed in and has mastered all of her grandfather's trademark moves, the "Mountain Storm" throw and the "Vacuum Backflip" press.

Nationality:	Japanese
Status:	Judo student
Height:	5'1"
Weight:	104 lbs.
Age:	16
Blood Type:	B
Weak Point:	Head band

Matlock

He calls himself the Fighting Rocker and with his rhythm and stamina he's built up from long months of training, he has become the only man alive who can perform the nasty "Road Hurricane" and "Spinning Wave" attacks!

Nationality:	English
Status:	Punk Rocker
Height:	6'1"
Weight:	190 lbs.
Age:	24
Blood Type:	O
Weak Point:	Sunglasses

Samchay

The current kick boxing champion. His strength is so punishing he has nearly destroyed all of his challengers. The one event that he has yet to win is the Fighter's History Competition. His training has slimmed off all unnecessary body fat, giving him incredible leaping power.

Nationality:	Thailand
Status:	Kick Boxer
Height:	6'4"
Weight:	130 lbs.
Age:	48
Blood Type:	A
Weak Point:	Chest

Lee

Lee is gifted in the mysterious Hexpolar branch of Kung-Fu. Lee's father entered the Fighter's History Tournament years before and was defeated and killed by a shadowy opponent. Lee has entered in the hope of avenging his father's death.

Nationality:	Chinese
Status:	Kung-Fu Expert
Height:	5'7"
Weight:	155 lbs.
Age:	26
Blood Type:	A
Weak Point:	Knees

Mizoguchi

Mizoguchi survived on the streets of Tokyo for years. He learned self-defense after being beaten by a street gang. His deadly karate makes him one of the most feared competitors in the competition!

Nationality:	Japanese
Status:	Drifter
Height:	5'11"
Weight:	180 lbs.
Age:	27
Blood Type:	B
Weak Point:	Head

Jean-Pierre

By profession, he's a gymnast, but unlike any gymnast that came before him. His subtle moves and flexibility combine to make a terrifying fighter! His rapid-fire "Needle Shower" is among the most terrifying moves.

Nationality:	French
Status:	Gymnast/Florist
Height:	6'4"
Weight:	177 lbs.
Age:	23
Blood Type:	AB
Weak Point:	Legs

Marstorius

He believes the only valid form of combat is wrestling, and he's entered this year's competition to prove it! What he lacks in speed he more than makes up for in power! His "Double German" move is so deadly, he has saved using it for this competition only!

Nationality:	Hungarian
Status:	Pro Wrestler
Height:	6'3"
Weight:	270 lbs.
Age:	43
Blood Type:	O
Weak Point:	Ankles

Clown

Very little is known about the Clown. It is said that he was trained by the mighty Karnov himself. Few have seen him in action and lived to tell about it. Many people have given their lives to bring this information to you.

Nationality:	Unknown
Status:	Circus Performer
Height:	5'11"
Weight:	152 lbs.
Age:	32
Blood Type:	A
Weak Point:	Unknown

Karnov

He was born to a poor farmer in Russia. At age 5 he left the farm to pursue a career in fighting. He has trained several fighters and would like to continue teaching his fighting art to new students. Little else is known of this powerful man.

Nationality:	Russian
Status:	Unknown
Height:	Unknown
Weight:	Unknown
Age:	Unknown
Blood Type:	Unknown
Weak Point:	Unknown

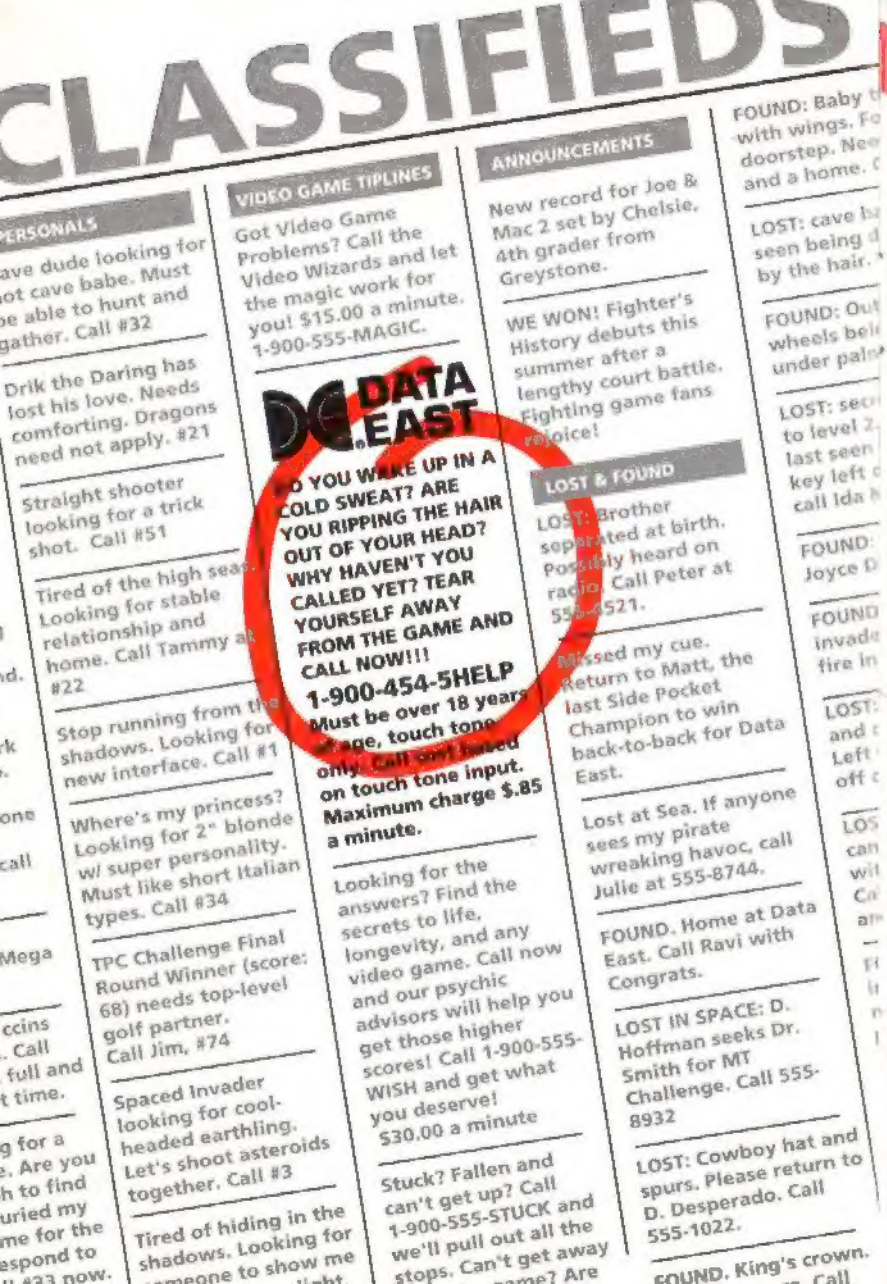
Special Attacks

RAY	Big Tornado	▼◣► + punch Button
	Wheel Kick	▼◢◄ + kick Button
	Dynamite Tackle	(twice in succession) ►► + punch Button
MIZOGUCHI	Tiger Bazooka	▼◣► + punch Button
	Koryusai	▼◢◄ + punch Button
	Continuous Aerial Kick	▼◣► + kick Button
RYOKO	Pneumonic	►◣▼◢◄ at short range + medium/ big punch Button
	One-arm Back Throw	►◣▼◢◄ at some distance + medium/ big punch Button
	Forward Defensive Fall	◄ for a while, then ► + punch Button
MARSTORIUS	Double German	►◣▼◢◄ + medium/big punch Button
	Kneel Kick	◄ for a while, then ► + kick Button
	Dash Lariat	◄ for a while, then ► + punch Button
	Tiger Flip	▼ for a while, then ▲ + punch Button
LEE	Zesshoho	▼◣► + punch Button
	Senkyudtai	▼◣► + kick Button
SAMCHAY	Matron Jusalop	▼◣► + punch Button
	Ti Kau Koon	▼◣► + kick Button
	Bap Sew Cau	punch Button + kick Button (equal level Button at the same time)
FEI-LIN	Touchou-zan	▼◣► + punch Button
	Aerial Toro-zan	▼◢◄ when jumping up + punch Button
	Hakkaku-sohi Ken	▼ for a while, then ▲ + punch Button

Special Attacks Continued

JEAN	Bal Rose	◄ for a while, then ► + punch Button
	Needle Shower	punch Button (continuously)
	Sliding	◣ + kick Button
MATLOCK	Spinning Wave	◄ for a while, then ► + punch button
	Lord Hurricane	▼ for a while, then ▲ + kick Button
	Overhead Kick	◄ for a while, then ► + kick Button

- You can execute reversed throws such as "Super Mountain Storm," "One Arm Back Throw," and "Double German" by reversing the command from right to left or vice versa.
- Some characters have more attacks than listed in the above chart. Try various commands and find them out yourself.



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